## IN THE CLAIMS

Please cancel claims 2, 30, 32, 60, 62 and 90 without prejudice or disclaimer of the subject matter thereof and amend the claims as follows.

1. (Currently amended) A computer-implemented method for creating a eompilation content object, being one of a book, a document, a collection of images, a collection of musical selections, a video and a multimedia object, from a collection of content stored in a digital library having a library server[[,]] and one or more object servers, wherein the content object includes a user defined hierarchical structure including at least one hierarchical tier and at least one subordinate tier, the method comprising:

presenting a plurality of selectable objects to a user, each object representing a subset of the collection of content;

in response to selection by a user of one or more of said objects and assignment by said user of said selected objects to corresponding ones of said at least one hierarchical tier and said at least one subordinate tier, creating a custom content object that specifies including a hierarchical compilation of the content represented by each selected object in accordance with said assignment of said selected objects by said user, wherein a header of said custom content object is user-modifiable;

storing said custom content object in said one or more object servers; and storing information specifying the custom content object and attribute information concerning the custom content object in the library server.

2. (Canceled)

- 3. (Currently amended) The method of claim [[2]] 1, wherein subsets of content comprises one of a chapter and a section of a text document.
- 4. (Currently amended) The method of claim 1, wherein each selectable object is associated with a cost, and further comprising the step of calculating a cost for the created custom content object empilation based upon the costs of the selected objects.
- 5. (Currently amended) The method of claim 1, further comprising the steps of determining a content count for the empilation custom content object and determining a cost for the empilation custom content object based upon the content count.
- 6. (Original) The method of claim 1, wherein the collection of content comprises hierarchically related data.
- 7. (Original) The method of claim 6, wherein the collection of content comprises text documents and the subset of content associated with each selectable object comprises at least one of a chapter and a section.
- 8. (Original) The method of claim 1, further comprising displaying to the user the selected objects in a predetermined order such that the user may rearrange the order of the selected objects as desired through a user interface.

9. (Currently amended) The method of claim 1, wherein the step of creating a compilation custom content object further comprises the steps of:

defining a maximum amount of allowable content per volume of content;

creating a plurality of volumes of content from the selected content based upon the defined maximum.

- 10. (Original) The method of claim 9, further comprising displaying to the user the selected objects contained in each volume such that the user may selectably move an object from a first to a second of the volumes.
  - 11. (Original) The method of claim 1, further comprising the steps of: receiving content input by a user, and creating a selectable object from the content.
- 12. (Currently amended) The method of claim 1, wherein the user may concurrently create a plurality of <u>content objects</u> eompilations.
- 13. (Currently amended) The method of claim 1, further comprising the step, after creation of the <u>custom content object</u> eompilation, of presenting the <u>custom content object</u> eompilation to a user for modification.

- 14. (Currently amended) The method of claim 13, further comprising the step of creating a copy of the <u>custom content object eompilation</u>, applying changes input by a user to the copy, and creating a new <u>content object eompilation</u> therefrom.
- 15. (Currently amended) The method of claim 13, wherein the user may select an object for removal from the <u>custom content object</u> empilation.
- 16. (Currently amended) The method of claim 1, wherein the user may select to clear the <u>custom content object compilation</u>.
- 17. (Currently amended) The method of claim 1, wherein the user may select to undo an operation affecting the <u>custom content</u> object <del>compilation</del>.
- 18. (Currently amended) The method of claim 1, further comprising the step, after creation of the <u>custom content object</u> <del>compilation</del>, of submitting the <u>custom content object</u> <del>compilation</del> to an approval process.
- 19. (Currently amended) The method of claim 18, wherein the approval process further comprises one of approving the <u>custom content object compilation</u> for publication, rejecting the <u>custom content object compilation</u>, and receiving editorial comments as input from

a second user, and providing the <u>custom content object</u> <del>compilation</del> and editorial comments to the creating user.

- 20. (Original) The method of claim 1, wherein the presenting step further comprises the step of presenting all of the content comprising the collection of content to the user as a plurality of selectable objects.
- 21. (Original) The method of claim 1, wherein the presenting step further comprises the step of presenting less than all of the content comprising the collection of content to the user as a plurality of selectable objects.
- 22. (Original) The method of claim 21 further comprising the step of partitioning the collection of content into a plurality of categories, and presenting all content objects belonging to a category to a user.
- 23. (Original) The method of claim 1, wherein the presenting step further comprises the steps of:

receiving search criteria input by the user,

determining which of the subsets of the collection of content satisfy the search criteria, and

presenting to the user a plurality of selectable objects corresponding to the subsets of content satisfying the search criteria.

- 24. (Currently amended) The method of claim 1, wherein at least one of the subsets of content is associated with one or more prerequisite subsets of content, further comprising the step, upon selection by the user of a selectable object associated with the at least one subset, also including the associated prerequisite subsets of content in the created <u>custom content object compilation</u>.
- 25. (Original) The method of claim 1, wherein a selectable object further comprises one of a container and a content entity.
- 26. (Currently amended) The method of claim 25, further comprising the step of, in response to selection of the container to add to a <u>custom content object e-ompilation</u>, adding the selected container and any containers or content entities it contains to the <u>custom content object e-ompilation</u>.
- 27. (Original) The method of claim 1, wherein the selectable objects further comprise titles of their associated subsets of content.

- 28. (Original) The method of claim 25, wherein containers are at least one of a book, a volume, and a chapter.
- 29. (Original) The method of claim 25, wherein the collection of content further comprises at least one of books, images, albums and videos.
  - 30. (Canceled)
- 31. (Currently amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for creating a content object, being one of a book, a document, a collection of images, a collection of musical selections, a video and a multimedia object, from a collection of content stored in a digital library having a library server[[,]] and one or more object servers, wherein the content object includes a user defined hierarchical structure including at least one hierarchical tier and at least one subordinate tier, the method comprising:

presenting a plurality of selectable objects to a user, each object representing a subset of the collection of content;

in response to selection by a user of one or more of said objects and assignment by said user of said selected objects to corresponding ones of said at least one hierarchical tier and said at least one subordinate tier, creating a custom content object that specifies including a hierarchical compilation of the content represented by each selected object in accordance with

said assignment of said selected objects by said user, wherein a header of said custom content object is user-modifiable;

storing said custom content object in said one or more object servers; and storing information specifying the custom content object and attribute information concerning the custom content object in the library server.

- 32. (Canceled)
- 33. (Currently amended) The method of claim 32 31, wherein subsets of content comprises one of a chapter and a section of a book or document.
- 34. (Currently amended) The method of claim 31, wherein each selectable object is associated with a cost, and further comprising the step of calculating a cost for the created custom content object empilation based upon the costs of the selected objects.
- 35. (Currently amended) The method of claim 31, further comprising the steps of determining a content count for the <u>custom content object</u> empilation and determining a cost for the <u>custom content object</u> empilation based upon the content count.
- 36. (Original) The method of claim 31, wherein the collection of content comprises hierarchically related data.

- 37. (Original) The method of claim 36, wherein the collection of content comprises text documents and the subset of content associated with each selectable object comprises at least one of a chapter and a section.
- 38. (Original) The method of claim 31, further comprising displaying to the user the selected objects in a predetermined order such that the user may rearrange the order of the selected objects as desired through a user interface.
- 39. (Currently amended) The method of claim 31, wherein the step of creating a custom content object e-ompilation further comprises the steps of:

defining a maximum amount of allowable content per volume of content;

creating a plurality of volumes of content from the selected content based upon the defined maximum.

- 40. (Original) The method of claim 39, further comprising displaying to the user the selected objects contained in each volume such that the user may selectably move an object from a first to a second of the volumes.
  - 41. (Original) The method of claim 31, further comprising the steps of: receiving content input by a user, and creating a selectable object from the content.

- 42. (Currently amended) The method of claim 31, wherein the user may concurrently create a plurality of <u>content objects</u> eompilations.
- 43. (Currently amended) The method of claim 31, further comprising the step, after creation of the <u>custom content object</u> <del>compilation</del>, of presenting the <u>custom content object</u> <del>compilation</del> to a user for modification.
- 44. (Currently amended) The method of claim 43, further comprising the step of creating a copy of the <u>custom content object eompilation</u>, applying changes input by a user to the copy, and creating a new custom content object eompilation therefrom.
- 45. (Currently amended) The method of claim 43, wherein the user may select an object for removal from the custom content object empilation.
- 46. (Currently amended) The method of claim 31, wherein the user may select to clear the <u>custom content object empilation</u>.
- 47. (Currently amended) The method of claim 31, wherein the user may select to undo an operation affecting the <u>custom content object empilation</u>.

- 48. (Currently amended) The method of claim 31, further comprising the step, after creation of the <u>custom content object</u> eompilation, of submitting the <u>custom content object</u> eompilation to an approval process.
- 49. (Currently amended) The method of claim 48, wherein the approval process further comprises one of approving the <u>custom content object</u> empilation for publication, rejecting the <u>custom content object</u> empilation, and receiving editorial comments as input from a second user, and providing the <u>custom content object</u> empilation and editorial comments to the creating user.
- 50. (Original) The method of claim 31, wherein the presenting step further comprises the step of presenting all of the content comprising the collection of content to the user as a plurality of selectable objects.
- 51. (Original) The method of claim 31, wherein the presenting step further comprises the step of presenting less than all of the content comprising the collection of content to the user as a plurality of selectable objects.
- 52. (Original) The method of claim 51 further comprising the step of partitioning the collection of content into a plurality of categories, and presenting all content objects belonging to a category to a user.

53. (Original) The method of claim 31, wherein the presenting step further comprises the steps of:

receiving search criteria input by the user,

determining which of the subsets of the collection of content satisfy the search criteria, and

presenting to the user a plurality of selectable objects corresponding to the subsets of content satisfying the search criteria.

- 54. (Currently amended) The method of claim 31, wherein at least one of the subsets of content is associated with one or more prerequisite subsets of content, further comprising the step, upon selection by the user of a selectable object associated with the at least one subset, also including the associated prerequisite subsets of content in the created <u>custom content object</u> eompilation.
- 55. (Original) The method of claim 31, wherein a selectable object further comprises one of a container and a content entity.
- 56. (Currently amended) The method of claim 55, further comprising the step of, in response to selection of the container to add to a <u>custom content object eompilation</u>, adding the selected container and any containers or content entities it contains to the <u>custom content object eompilation</u>.

- 57. (Original) The method of claim 31, wherein the selectable objects further comprise titles of the associated subsets of content.
- 58. (Original) The method of claim 55, wherein containers are at least one of a book, a volume, and a chapter.
- 59. (Original) The method of claim 55, wherein the collection of content further comprises at least one of books, images, albums and videos.
  - 60. (Canceled)
- 61. (Currently amended) A system for creating a eompilation content object, being one of a book, a document, a collection of images, a collection of musical selections, a video and a multimedia object, from a collection of content stored in a digital library having a library server[[,]] and one or more object servers, wherein the content object includes a user defined hierarchical structure including at least one hierarchical tier and at least one subordinate tier, the system comprising:

a user interface for presenting a plurality of selectable objects to a user, each object representing a subset of the collection of content;

means responsive to selection by a user of one or more of said objects <u>and assignment by</u>
said user of said selected objects to corresponding ones of said at least one hierarchical tier and

said at least one subordinate tier, for creating a custom content object that specifies including a hierarchical compilation of the content represented by each selected object in accordance with said assignment of said selected objects by said user, wherein a header of said custom content object is user-modifiable;

means for storing said custom content object in said one or more object servers; and means for storing information specifying the custom content object and attribute information concerning the custom content object in the library server.

- 62. (Canceled)
- 63. (Currently amended) The system of claim 62 61, wherein subsets of content comprises one of a chapter and a section of a book or text document.
- 64. (Currently amended) The system of claim 61, wherein each selectable object is associated with a cost, and further comprising means for determining a cost for the created custom content object empilation based upon the costs of the selected objects.
- 65. (Currently amended) The system of claim 61, further comprising means for determining a content count for the <u>custom content object</u> eompilation and means for determining a cost for the <u>custom content object</u> eompilation based upon the content count.

- 66. (Original) The system of claim 61, wherein the collection of content comprises hierarchically related data.
- 67. (Original) The system of claim 66, wherein the collection of content comprises text documents and the subset of content associated with each selectable object comprises at least one of a chapter and a section.
- 68. (Original) The system of claim 61, further comprising means for displaying to the user the selected objects in a predetermined order such that the user may rearrange the order of the selected objects as desired through a user interface.
- 69. (Currently amended) The system of claim 61, wherein the means for creating a custom content object compilation further comprises:

Means for defining a maximum amount of allowable content per volume of content;

Means for creating a plurality of volumes of content from the selected content based upon the defined maximum.

70. (Original) The system of claim 69, further comprising means for displaying to the user the selected objects contained in each volume such that the user may selectably move an object from a first to a second of the volumes.

71. (Original) The system of claim 61, further comprising:

Means for receiving content input by a user, and

Means for creating a selectable object from the content.

- 72. (Currently amended) The system of claim 61, wherein the user may concurrently create a plurality of content objects empilations.
- 73. (Currently amended) The system of claim 61, the user interface further comprising means for presenting the created <u>custom content object</u> empilation to a user for modification.
- 74. (Currently amended) The system of claim 73, further comprising means for creating a copy of the <u>custom content object compilation</u>, means for applying changes input by a user to the copy, and means for creating a new <u>custom content object compilation</u> therefrom.
- 75. (Currently amended) The system of claim 73, further comprising means for selecting an object for removal from the <u>custom content object</u> eompilation.
- 76. (Currently amended) The system of claim 61, further comprising means for clearing the custom content object empilation.

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- 77. (Currently amended) The system of claim 61, further comprising means for undoing an operation affecting the <u>custom content object compilation</u>.
- 78. (Currently amended) The system of claim 61, further comprising means for submitting the <u>custom content object compilation</u> to an approval process.
- 79. (Currently amended) The system of claim 78, wherein the approval process further comprises means for approving the <u>custom content object compilation</u> for publication, means for rejecting the <u>custom content object compilation</u>, means for receiving editorial comments as input from a second user, and means for providing the <u>custom content object compilation</u> and editorial comments to the creating user.
- 80. (Original) The system of claim 61, further comprising means for presenting all of the content comprising the collection of content to the user as a plurality of selectable objects.
- 81. (Original) The system of claim 61, further comprising means for presenting less than all of the content comprising the collection of content to the user as a plurality of selectable objects.

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- 82. (Original) The system of claim 81 further comprising means for partitioning the collection of content into a plurality of categories, and means for presenting all content objects belonging to a category to a user.
  - 83. (Original) The system of claim 61, further comprising:

Means for receiving search criteria input by the user,

Means for determining which of the subsets of the collection of content satisfy the search criteria, and

Means for presenting to the user a plurality of selectable objects corresponding to the subsets of content satisfying the search criteria.

- 84. (Currently amended) The system of claim 61, wherein at least one of the subsets of content is associated with one or more prerequisite subsets of content, further comprising means for determining if a selected object has associated prerequisite material, and means for adding the subset of content associated with the selected object and its prerequisite subsets to the created <u>custom content object eompilation</u>.
- 85. (Original) The system of claim 61, wherein a selectable object further comprises one of a container and a content entity.

- 86. (Currently amended) The system of claim 85, further comprising means for enabling a user to select a container to add to the <u>custom content object eompilation</u>, and means for adding the selected container and any containers or content entities it contains to the <u>custom content object eompilation</u>.
- 87. (Original) The system of claim 61, wherein the selectable objects further comprise titles of the associated subsets of content.
- 88. (Original) The system of claim 85, wherein containers are at least one of a book, a volume, and a chapter.
- 89. (Original) The system of claim 85, wherein the collection of content further comprises at least one of books, images, albums and videos.
  - 90. (Canceled)
- 91. (Currently amended) The method of claim 1, wherein the <u>custom content object</u> empilation of content is created automatically in response to the user selecting <u>and assigning</u> said one or more of said objects.

- 92. (Currently amended) The method of claim 1, wherein the <u>custom content object</u> eompilation of content is created by recording in a computer-readable structure defining the <u>custom content object</u> eompilation, for each selected object, a reference to the content entity associated with the selected object.
- 93. (Currently amended) The method of claim 92, wherein the computer-readable structure defining the <u>custom content object compilation</u> is a custom content outline (CCO) containing the references that correspond to the selected objects, and wherein said references are identifiers of the content entities associated with the selected objects.
- 94. (Currently amended) The program storage device of claim 31, wherein the <u>custom content object compilation of content</u> is created automatically in response to the user selecting <u>and assigning</u> said one or more of said objects.
- 95. (Currently amended) The program storage device of claim 31, wherein the <u>custom content object compilation of content</u> is created by recording in a computer-readable structure defining the <u>custom content object compilation</u>, for each selected object, a reference to the content entity associated with the selected object.
- 96. (Currently amended) The program storage device of claim 95, wherein the computer-readable structure defining the custom content object eompilation is a custom content

outline (CCO) containing the references that correspond to the selected objects, and wherein said references are identifiers of the content entities associated with the selected objects.

- 97. (Currently amended) The system of claim 61, wherein the <u>custom content object</u> eompilation of content is created automatically in response to the user selecting <u>and assigning</u> said one or more of said objects.
- 98. (Currently amended) The system of claim 61, wherein the <u>custom content object</u> eompilation of content is created by recording in a computer-readable structure defining the <u>custom content object</u> eompilation, for each selected object, a reference to the content entity associated with the selected object.
- 99. (Currently amended) The system of claim 98, wherein the computer-readable structure defining the <u>custom content object compilation</u> is a custom content outline (CCO) containing the references that correspond to the selected objects, and wherein said references are identifiers of the content entities associated with the selected objects.

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